

# Reflections on MAGAW 2017

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I decided to participate to MAGAW because I found the format interesting. My expectations were met. The idea to do research in a more practical and shared way revealed itself to be successful.

The approach I presented was more game design oriented and it consisted of analyzing gameplay and story exposition in search of similarities or differences in order to evaluate a game's storytelling quality. While my approach raised criticism, which was, for the most part, constructive, I still think that with further work on the definitions it could be useful for developers. Moreover, the non-narrative nature of the game was a challenge that I accepted gladly and that allowed me to expand and test thoroughly the method I proposed.

While I found the structure of the workshop well thought, I see space for improvement. In order to foster the collaboration among participants knowing beforehand the approaches proposed could be useful, as well as a more strict time schedule that explicitly includes a time slot for the presentation preparation.

Overall I enjoyed participating to the workshop, and I hope that future iterations will have an even more inclusive spirit.